

L1 ( 473709)SEA FILE=USPAT BOUNDAR? OR CONTOUR? OR BORDER? OR SEGMENT? OR  
L2 ( 46238)SEA FILE=USPAT SPRITE# OR BITMAP? OR BIT MAP? OR MAP?  
L3 ( 6576)SEA FILE=USPAT L1(P)L2  
L4 ( 151388)SEA FILE=USPAT (REGION# OR AREA# OR LOCATION#) (P) (TEXTUR? OR  
L5 ( 2677)SEA FILE=USPAT L3 AND L4  
L6 QUE COD? OR DECOD? OR ENCOD? OR COMPRESS? OR DECOMPRESS?  
L7 ( 1881)SEA FILE=USPAT L5 AND L6  
L8 ( 1497)SEA FILE=USPAT L7 AND (IMAGE# OR GRAPHIC? OR VIDEO#)  
L9 ( 1195)SEA FILE=USPAT L8 AND (ADDRESS? OR INDEX? OR POINTER#)  
L10 QUE 128/CLAS OR 235/CLAS OR 250/CLAS OR 283/CLAS OR 340/CLAS  
OR 345/CLAS OR 348/CLAS OR 356/CLAS OR 358/CLAS OR 359/CLAS  
OR 364/CLAS OR 378/CLAS OR 382/CLAS OR 395/CLAS  
L11 ( 1031)SEA FILE=USPAT L9 AND L10  
L12 ( 10978)SEA FILE=USPAT L2(P)L6  
L13 ( 645)SEA FILE=USPAT L11 AND L12  
L14 ( 615)SEA FILE=USPAT L13 AND (340/CLAS OR 345/CLAS OR 348/CLAS OR 3  
L15 ( 554)SEA FILE=USPAT L14 AND 15  
L16 ( 339)SEA FILE=USPAT L15 AND (SPRITE# OR BIT MAP? OR BITMAP? OR GAM  
L17 ( 339)SEA FILE=USPAT L16 AND (DISPLAY? OR OVERLAY? OR BACKGROUND)  
L18 ( 304)SEA FILE=USPAT L17 AND (FILL? OR PAINT? OR COLOR? OR PATTERN  
L19 ( 385)SEA FILE=USPAT 382/232,243/CCLS OR 345/202/CCLS OR 395/129,13  
L20 ( 77)SEA FILE=USPAT L19 AND (BITMAP? OR BIT MAP?)  
L21 ( 20)SEA FILE=USPAT L20 AND TEXTURE#  
L22 ( 203872)SEA FILE=USPAT (COD? OR DECOD? OR ENCOD? OR COMPRESS? OR DECO  
L23 ( 18153)SEA FILE=USPAT L22 AND (BOUNDAR? OR CONTOUR? OR BORDER? OR SE  
L24 ( 112)SEA FILE=USPAT L23 AND (SPRITE# OR (BITMAP? OR BIT MAP?)/TI,A  
L25 ( 99)SEA FILE=USPAT L24 AND (REGION# OR LOCATION#)  
L26 ( 10)SEA FILE=USPAT L25 AND TEXTUR?  
L27 ( 10)SEA FILE=USPAT L26 NOT 382/243/CCLS  
L28 ( 54)SEA FILE=USPAT 382/243/CCLS  
L29 295 SEA FILE=USPAT L18 NOT L21 NOT L27 NOT L28